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VIC TOKAI INC.

COMING MARCH '96
FOR



SEGA SATURN

NYR
NOT YET RATED

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SEGA™



VIC TOKAI INC.

SHINOBI™

LEGIONS

SEGA SATURN



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



T-2301 H

WARNING

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

HANDLING THE SEGA SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Our games and accessories will be sure to be sure that they are compatible with the SEGA™ SATURN® system.

TABLE OF CONTENTS

INTRODUCTION	3
CONTROLLER FUNCTIONS	4
STARTING THE GAME	5
GAME SCREEN DESCRIPTIONS	6
BASIC MOVES	8
ITEM INTRODUCTION	12
STAGE INTRODUCTION	14
ENEMY INTRODUCTION	17
MEMO	19

INTRODUCTION

THE WAY OF THE NINJA IS TO BECOME THE SHADOW LEADING THE WORLD TO PEACE AND JUSTICE

The "Bloodline of the Shinobi" existed in darkness since the Sengoku Period. Tessai, who had secretly inherited this bloodline, created the ultimate martial art form "Nindo" by merging "Ninjutsu", the Art of Invisibility and "Ki", the Art of Natural Power.

One night, Tessai finds infant twins. Although he already had a daughter named Aya, he decides to raise the twins because he lacked sons who would succeed the Bloodline of the Shinobi.

He named the older brother Kazuma because he possessed a loud cry with keen senses, and the younger one Sho, because he always smiled while being carried.

15 years have passed and Kazuma and Sho have learned "TOJUTSU", the Art of Swordsmanship, "TAIJUTSU", the Art of Physical Combat and "NINJUTSU", the Art of Invisibility. Aya has learned "SHINJUTSU", the Way of Peace. Tessai saw that Kazuma possessed a dangerous side which lay deep within him, and his fears became a reality when Kazuma sought strength, rejecting trainings of The Way of Peace.

As time passed, Sho and Aya continued their training, and slowly acquired the essence of "NINDO."
Tessai eventually passes away without naming a successor and handing down the Final Mystery.

Consumed with hatred and the desire for supreme power, Kazuma now leads "Garzo", a group of evil and darkness. Sho stands as an obstacle, however, and Kazuma has abducted their sister Aya to drain her powers and keep Sho from interfering.

Sho must now rescue his sister while crushing his brother's plans for domination in the ultimate fight for survival!!

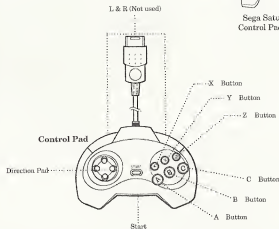
CONTROLLER FUNCTIONS



Sega Saturn Unit



Sega Saturn Unit,
Control Pad, and CD



GAMEPLAY CONTROLS (DEFAULT SETTINGS*)

1) DIRECTION PAD

Character Travel (Left & Right/
Crouch/ Dash

2) START BUTTON

Pause/ Restart

3) A BUTTON

Throw Shuriken (star-shaped dart)

4) B BUTTON

Horizontal slice/ Repel shuriken

5) C BUTTON

Jump/ Hassou Jump

6) X BUTTON

Thunder Dragon Attack (must
possess Thunder Dragon)

7) Y BUTTON

Defend (cannot be changed)

8) Z BUTTON

Defend (cannot be changed)

* A, B, C, functions can be altered in Options.

STARTING THE GAME

SELECTING ONE OF THE TWO MENUS

Use the Direction Pad to highlight GAME START or OPTIONS, and press Start or C to select.

GAME START

To begin game play, select "GAME START".
To skip intermissions, press the Start Button.



OPTIONS

1) LEVEL (Difficulty Level)

Use left and right on the Direction pad to select from "NORMAL," "EASY," and "HARD."



2) SHURIKEN (Number of Shurikens at beginning stages)

By using left and right on the Direction pad, the number of shurikens will increase or decrease in increments of 10.

3) CONTROL TYPE (Layout of the Operation Buttons)

Alter the layout of buttons which operate shuriken, katana (sword), and jump functions. However, B & C will always trigger the Turn Kick of Bishamon, regardless of button configuration. (refer to page 10)

4) MUSIC

Select the song by using the Direction pad, then press C.

5) S.E. (Sound Effects)

Follow the same methods used for "MUSIC."

6) AUDIO

Use the Direction pad to switch between STEREO/ MONAURAL.

7) EXIT

Return to the Menu Screen.

GAME SCREEN DESCRIPTIONS

GAMEPLAY



1) SHO

Player character

2) LIFE METER (Player)

Player's remaining life. Life lost when it reaches 0.

3) THUNDER DRAGON

Appears when Thunder Dragon is possessed by player. (Check page 13)

4) NUMBER OF SHURIKEN

The number of Shuriken available.

5) NUMBER OF LIFE BALLS

If 10 are collected, the player will gain a life.

6) NUMBER OF LIVES REMAINING

When this reaches 0, the game is over.

7) LIFE METER (BOSS)

Appears only during competition with the Boss.

8) BOSS

Defeating the Boss will allow Stage Clear.

PAUSE

1) SCORE

Current points acquired.

2) HIGH SCORE

The highest score acquired.

STAGE CLEAR

1) HIGH SCORE

The highest score acquired.

2) SCORE

Current points acquired.

3) LIFE BONUS

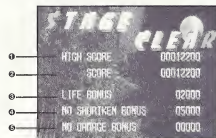
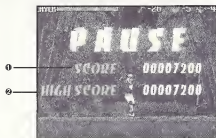
The remaining number of units left in your life meter will be added on as points.

4) NO SHURIKEN BONUS

Bonus points added for not using shuriken.

5) NO DAMAGE BONUS

Bonus points added when stage is cleared with a full life meter.



GOING DOWN

If you run out of Life Meter or fall off the screen, you are downed and lose one life. If the number of remaining lives reaches 0, the Game Over or Continue screen will appear.

CONTINUE

If your game ends, you may be able to continue, credits permitting. Press start during countdown and you can resume gameplay.



BASIC MOVES

WALKING

The most fundamentally basic travel operation is Walking. The left and right Direction buttons will allow you to move.



DASH

Rapidly press left or right on the Direction pad twice in one direction, and hold.

CROUCHING

Press down on the Direction pad.



CROUCH & MOVE

Press the lower right or lower left diagonal on the Direction pad.

JUMP

Press C to jump at any time.



HASSOU JUMP

Press the jump button at the highest point of the jump. This will allow you to jump higher.

SANKAKU JUMP (Triangular Jump)

If you jump alongside a wall and keep pressing the C button while pressing the Direction button towards the wall, the character will kick against the wall and will be able to jump much higher. If there are walls on either side, kicking alternately will allow you to climb up higher and higher.

HASSOU SANKAKU JUMP

After doing a Hassou Jump alongside a wall, during the descending pause press the C button while pressing the Direction button towards the wall. This trick allows jumps of maximum height, and if carried out in succession, it will allow you to climb even vertical walls.

HANGING

Pressing the Direction pad upwards during jump will allow you to grab and hang on to the next tree branch you reach.

JUMPING DOWN

While you are hanging down from a tree branch or a rope, or while you are climbing up a roof, press the Direction pad down with jump to jump down.

MOVING FROM A HANG

To move while hanging, press left or right on the Direction pad.

HANGING & JUMP

While you are hanging down from a tree branch or a rope, press up on the Direction pad and jump.

OFFENSE

HORIZONTAL SLICE

Press attack button.

VERTICAL SLICE

Press up on the Direction pad + attack.

FORWARD STAB

Press left or right on the Direction pad + attack to create a rapid stab.

UPWARD STAB

Press upward diagonally on the Direction pad + attack to strike upward.

DASH AND SLASH

While dashing, press attack.

USE YOUR KATANA TO REPEL SHURIKEN!

If you swing your katana against the shuriken which your opponent throws immediately before it hits you, you can repel back the shuriken against your opponent.

CROUCH HORIZONTAL SLICE

Press attack while crouching to attack your opponent low.

CROUCH FORWARD STAB

While crouching, press the Direction pad diagonally downward and press attack to create a sharp stab attack.



ROLL AND STAB

Press the attack button during a roll to create a forward stab while sliding.

JUMP SLICE

Press the attack button while jumping to swing the katana in midair.

JUMP HORIZONTAL SLICE

While jumping, press the Direction pad upward while pressing the attack button.

HASSOU TURN SLICE

During a Hassou Jump, press the attack button to swing the katana while rotating. This is a very important trick.

JUMP UPWARD SLICE

While jumping, press the Direction pad diagonally upward while pressing the attack button.

JUMP DOWN STAB

Press the attack + direction pad down while descending from a jump to stab directly under you.

HANGING HORIZONTAL SLICE

Press the attack button while hanging from a tree branch or a rope to swing the katana.

HANGING FORWARD STAB

While hanging from a tree branch or a rope, press either direction left or right + the attack button to create a sharp stab attack in the direction of the command.

HANGING UPWARD SLICE

While hanging from a tree branch or a rope, hold the Direction pad either diagonally upward or downward while pressing the attack button to swing the katana upward in the direction of the command.

ROTATING SLICE ATTACK

At the time you acquire Bisha Mon, press B + C while dashing. However, the amount of time Bisha Mon will be effective will be shortened every time you use this trick (up to 3 times max).

THUNDER DRAGON

To use Thunder Dragon, press the X Button.



SHURIKEN THROW

Press the shuriken button to throw a shuriken from a distance.



CROUCH SHURIKEN THROW

Press the shuriken button from a crouching position.

JUMP SHURIKEN THROW

Press the shuriken button while jumping.

HANGING SHURIKEN THROW

Press the shuriken button from a hanging position. To change direction, press left or right on the Direction pad.

HASSOU SHURIKEN

Pressing the shuriken button during Hassou Jump will release 8 shurikens at once. If you press down on the Direction pad, the shurikens will be thrown downward.

UPWARD HASSOU SHURIKEN

Pressing the shuriken button during a roll will release 8 shurikens at once. If you press up on the Direction pad, the 8 shurikens will be released upward.

DEFENSE

DEFENSE

You can get into the defense posture by pressing and holding the attack button or by pressing Y or Z.



DEFENSE WALK

While walking, press and hold any defense button.

CROUCH DEFENSE

Press and hold any defense button while crouching.

CROUCH DEFENSE WALK

While in the crouch and move position, press and hold any defense button.

HANGING DEFENSE

Press and hold any defense button while hanging.

ITEM INTRODUCTION

The items introduced may appear when an opponent is defeated or when certain objects are destroyed. Items which appear may be acquired, but not all items are helpful.

RECOVERY ITEMS

SMALL LIFE

It is a glowing yellow ball. When acquired, some of the life meter will be restored.



SMALL SHURIKEN

One single shuriken will appear on the screen. When acquired, your number of shuriken will increase by one.



SOUL BALL

It is a shiny, blue ball. When 10 are acquired, the number of lives remaining will increase by one.



LARGE LIFE

It is a glowing red ball. When acquired, the life meter can be restored completely.



LARGE SHURIKEN

Two shurikens which overlap one another. When acquired, your number of shuriken will increase by 5.



NINJUTSU ITEMS

BISHAMON

By acquiring the shiny katana, your offensive power will be doubled. In addition, any opponent who touches the Bishamon which appear when the katana is swung, will suffer damage. It also enables the Rotating Slice Attack.



THUNDER DRAGON

By acquiring the ball surrounded by thunder, Thunder Dragon may be used by pressing X. Thunder Dragon will destroy all enemies on screen except bosses which it can only damage.



INVINCIBILITY

By acquiring 3 blue balls, you will be able to sustain up to 6 attacks without damage.



TRAP ITEM

BOMB

Their explosions will cause you damage.



STAGE INTRODUCTION

There are 9 various stages which require special actions. Each stage is cleared by defeating the Boss.

STAGE 1: THE CAPITAL

Advance by jumping over earthen walls and cutting through bamboo. In this stage, concentrate on mastering jumps, swinging the katana, and basic operation methods.



BOSS: HANNYA

It is said that Ukyo, the Boss of stage 2, remotely controls Hannya. He will attack you by using his horns, columns of flames, and flip attacks.

STAGE 2: MT. FUJI

In this stage, the magnificent Mt. Fuji can be seen in the background. By using various tree branches, you will need to move upward laterally. The most important moves are jumps, Hassou jumps, and hanging.



BOSS: UKYO

Kazuma's understudy. He consistently wears Hannya's mask, to hide his true identity. Using swift movements as his strongpoint, he is a troublemaker who moves and slips away quickly.

STAGE 3: BIO-LAB

A bio-research laboratory with eerie glass chambers surrounded by barbed wires. By using movements such as Hassou jumps, advance forward through violent floor tremors. The glass chambers can be destroyed with the katana, and there is a chance that it may be filled with items or monsters.



BOSS: MANU

A monster created within the bio-research laboratory of Kazuma's organization. Made from the genes of numerous animals, his body was created to repel shurikens.

STAGE 4: SAMURAI MANSION

It is set in a Japanese-style mansion, but the construction is quite complex. The enticing ceiling, the spears, the sudden attacks from sliding doors, and attacking enemies will keep you on your toes every second of this stage.



BOSS: RUSHUDO

He is one of Kazuma's subordinates, and is the sole psychic among the leaders of the organization. He spreads an aura barrier all around his body, and rejects any type of direct attack.

STAGE 5: UNDERSEA CAVE

This is a compulsory scroll screen in which you will be moving on mine cars within a cave connected to an undersea base. You will have to defeat enemies while trying not to fall from the cars. Use extreme caution while jumping from mine car to mine car.



BOSS: NINJA ARMY CORPS

They defend Kazuma's land base. Although individual attacks may be weak, the force of their band attack is overwhelming. Defeat them with patience and endurance.

STAGE 6: IVY MOUNTAIN

In this stage, you will need to advance by hanging on to ivy which dangle densely. Here, dangling is more important than jumping. Even if you miss grasping on to an ivy, you can save yourself from falling by performing a Triangular jump if you are alongside a wall.



BOSS: WON

Like Rushudo, he is one of the leaders of Kazuma's organization. He comes from a fighting family and was trained in remote mountains. In addition to mastering various martial arts, he has a free command of "Ki" (Natural Power).

STAGE 7: CHINA TOWN

The first half of the stage takes place on water, and the latter half takes place in the town. The enemy's attacks will become violent in the latter half, so the key for stage clearance will depend upon how little damage you sustain from the first.



BOSS: RED DRAGON

Within the organization, he is an especially strong master of Chinese martial arts. He attacks with free command of numchuks and fire. He can also reel shurikens, so you need to be very careful with him.

STAGE 8: ROCKY MOUNTAIN

In this stage, you will need to move through the Rocky Mountain, with its drastic ups and downs. Special jumping skills such as triangular jumps for climbing sharp cliffs, and jumping from point to point on jagged rocks are essential for this level. Beware of falling rocks!!



BOSS: KM-99

He is the secret weapon Kazuma's organization invented in order to conquer the world. In addition to having extraordinary powers, he also attacks with lasers and hammers.

STAGE 9: MISSILE TRANSPORT ROAD

Advance by dodging enormous missiles which are transported one after another by jumping inside repair ditches. Beyond this level, is Kazuma.



BOSS: KAZUMA

In addition to his obvious "Nindo" skills, he absorbs power from his opponents every time he fights. He is indeed the most powerful, using Bujutsu and other fighting skills.

ENEMY INTRODUCTION

Under Kazuma, the top leader of "Garzo," there are many evil subordinates. Defeating these followers is the first step in getting closer to Kazuma.

SHURIKEN-NINJA

Low-class ninja who appear in many places. They will throw shuriken in single units.



RENSHA-NINJA

Beware of these Commanding Ninja and their 4-unit shuriken throws.



KOGATANA(small sword)-NINJA

Ninja who use small swords as weapons. Their "sandwiching" attack from both sides is their special feature.



BAKUDAN(bomb)-NINJA

Perhaps the most dangerous type, beware of these Ninja who attack by throwing bombs.



BOJUTSU-SHI

A combatant who uses poles. A trouble-making enemy who is also skilled in defense and will at times, jump and forward-attack.



OCHI-MUSHA NO NAMA-KUBI

He appears protected by 4 fire balls, and will breathe burning flames.



KEHSHI (swordsman)

A swordsman who attacks by flinging his thick katana. He will swing his katana from above and attack quickly.



BUJUTSU-KA (martial artist)

A subordinate of Won, he attacks by jump-kicking after his swift leaps.



NIKOLAI

Formerly a military soldier, he attacks with his bazooka gun and knife.



SAKYO

The "mid-boss" who is the younger brother of Ukyo. He heads the Ninja army, and is also one of the leaders of the organization.



PUCHIMANU

An eerie, synthetic living creature with small wings which moves rapidly. It waits in the glass chambers.



DAIJA (large serpent)

A poisonous serpent that lives quietly in the thick bushes in stage 6. If you aren't careful, it will attack in an instant with its sharp fangs.



TAREISU

A man with monstrous strength who swings ironballs with ease. The ironballs have enormous power, and will at times even make rocks fall.



SEIRYU (blue dragon)

A keeper who protects the secret passage in Stage 4. He will attack with a nunchak and will also breathe fire.



OOWASHI (giant Eagle)

A large eagle which appears in stage 8. It will attack you with its sharp claws and attempt to knock you off the mountain.



MEMO

WARRANTY INFORMATION

90-Day Limited Warranty

VIC TOKAI, INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid to VIC TOKAI, INC.

Along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void

If the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

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